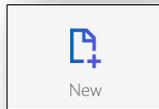
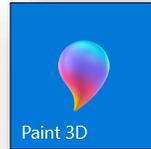


Opening a 3D Object in Mixed Reality

These directions explain how to open a 3D object in the Mixed Reality viewer.

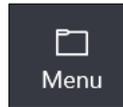
Open Paint 3D

1. Open **Paint 3D**.
2. Click **New**.



Option 1: Loading Your Own Models

1. Select **Menu** from the toolbar.
2. Select **Open** from the menu and then **Browse Files**. Locate the file you want to use in File Explorer.



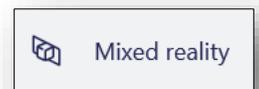
Option 2: Using the 3D Library

1. Click on **3D Library** on the toolbar. Use the search bar to find a 3D model.



Opening the Model in Mixed Reality.

1. Select **Mixed Reality** from the toolbar.
2. Be sure the Mixed Reality slider is set to **On**.



*Note: You may get a message to enable camera. Please click **Allow** if you receive this message.*

